Subject: PCT (PT) colors (instead of red for no power, can be orange?)
Posted by theplague on Tue, 14 Jun 2005 10:25:08 GMT
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i was wondering if i can change the color of PTz to another color :S i'm not making a map, just trying to edit the current one.

and also, is there a way of removing that power and no power logo for PT's? i have a custom picture and i can't see a part of it and it's realy anoying me...

Subject: Re: PCT (PT) colors (instead of red for no power, can be orange?)
Posted by danpaul88 on Wed, 15 Jun 2005 17:05:07 GMT
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yeah, edit the PT model and replace every PT in every map you play with the new version

you could try making the texture for the power icon completely transparent I guess...but im not sure if the PT would just have a hole in it then, depends how it was setup and I cba looking to find out

Subject: Re: PCT (PT) colors (instead of red for no power, can be orange?)
Posted by YSLMuffins on Wed, 15 Jun 2005 19:00:13 GMT
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It won't be easy to modify the existing PTs. The colors are defined in the gmax material passes.

Subject: Re: PCT (PT) colors (instead of red for no power, can be orange?)
Posted by theplague on Wed, 15 Jun 2005 22:02:20 GMT
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:S i wanted to avoid editing the models because renguard will go spastic if i have a custom model -_- and the trancperent thing dosn't work, just has a black box